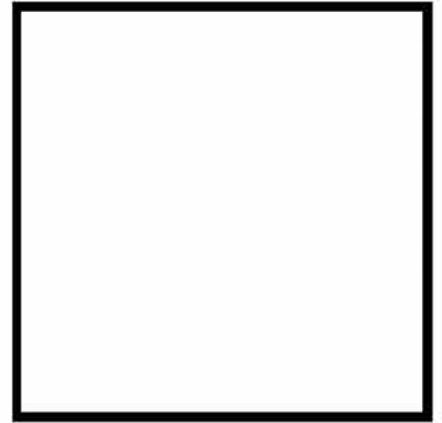


RANK

NAME:

OCCUPATION, ORIGIN, BIO:



MELEE

DEFENSE SCORE

Strength, close combat, punching, throwing.

Combat + • Damage (dM x)+ • Non-Combat +

AGILITY

DEFENSE SCORE

Dexterity, ranged attacks, acrobatics, driving.

Combat + • Damage (dM x)+ • Non-Combat +

RESILIENCE

DEFENSE SCORE

Health, constitution, stamina, tenacity, pain tolerance.

Combat + • Non-Combat +

VIGILANCE

DEFENSE SCORE

Focus, initiative, perception, awareness, investigation.

Combat + • Non-Combat +

EGO

DEFENSE SCORE

Charisma, personality, magic use, resisting mind control.

Combat + • Damage (dM x)+ • Non-Combat +

LOGIC

DEFENSE SCORE

Intelligence, reason, memory, invention, psionics.

Combat + • Damage (dM x)+ • Non-Combat +

HEALTH

SPEED

damage reduction. Regain 1

Health per rest hour, 2 per sleep hour.

Use 1 Karma to roll Resilience vs.

target number 10 to regain rolled

total x rank, or double that rate on a

Fantastic result.

Run:

Climb:

Jump:

Swim:

FOCUS

KARMA

damage reduction. Regain 1

Focus per rest hour, 2 per sleep hour.

Use 1 Karma to roll Vigilance vs.

target number 10 to regain rolled

total x rank, or double that rate on a

Fantastic result.



INITIATIVE MODIFIER

Rolling 1 or "Marvel" on the dM gives one bonus round to

act before normal rounds, then characters act in order of

Initiative totals (highest first to lowest last).

TRAITS

TAGS

POWERS

